

Interplay
BY GAMERS, FOR GAMERS.™

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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the GD-RDM or use a GD-RDM that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the GD-RDM.
- Store the GD-RDM in its original case and do not expose it to high temperature and humidity.
- Do not leave the GD-RDM in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean GD-RDM, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean GD-RDM.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Scenario

It is the near future. The steadily increasing sightings of UFOs at the beginning of the 21st century were of little interest to Earth's governments, but when UFOs attacked the international moon base in May 2008, it was clear that the aliens had intentions other than observation. After the first alien raid, Earth mobilized all available spacecraft in a desperate attempt to evacuate the 600+ personnel on the base. A rag-tag bunch of hastily modified shuttles and orbital rockets managed to break through the alien defenses and evacuate several hundred personnel, but the alien campaign of terror had only just begun.

After precise attacks on Earth's space facilities and with growing evidence of the establishment of an alien base in the Arctic, the Earth's governments decided to take action. Work began on the secret construction of the massive Anomaly Detection And Tracking Array (ADATA) in the desolate African peaks near Mount Kilimanjaro.

Within eight months the facility was nearly complete - but the aliens had already detected the facility's test runs and were on their way...

"Incoming" is a multi vehicle shoot-em-up with frantic, varied action and strategy elements. During the course of the game, the player can

Overview

control a variety of equipment from gun turrets to combat aircraft in missions that include attack, defense, interception, re-supply, escort and many more.

Game Structure

"Incoming" consists of six sequential scenarios, each of which is further divided into 10 consecutive missions. Each mission is vital to the success of the overall campaign. Failure is not an option. There are other missions hidden within the game for the player to find.

Each mission is terminated and the player will lose a life, if one of the following situations is encountered: if either the player's craft, weapon, or a mission critical object is destroyed.

Starting the Game

Insert the "Incoming" GD-ROM into the Sega Dreamcast. The *Title* screen is displayed. Pressing the Start button displays the *Main Menu* screen. In all of the menu screens you use up or down on the controller to change which option is selected. The A button selects this option and left or right can be used to change particular option settings. Pressing the B button allows you to step back through the menu levels.

Main Menu

From the Main Menu, you can choose New Game, Load, or Option.

New Game

Choosing this enables you to enter the following modes:

Campaign Mode: Main game mode with strategy sub phases (see page 13)

Arcade Mode: Shoot-em-up mode (see page 14)

2P Mode: Two-player mode (see page 16)

Return: Return to the Main Menu.

Game Operation

"Incoming" is a game for one or two players. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

During the game the player controls various types of weapon or craft. The control method differs slightly for each craft type, but the default controls are as follows. *

Analog Thumb Pad	Manipulates the fuselage or moves the cursor
Directional Pad	Moves the cursor
A Button	Launches a main weapon or asserts the setting
B Button	Launches a minor weapon or cancels the setting
X Button	Switches the viewpoint
Y Button	Switches the viewpoint
Start button	Starts the game or pauses
Trigger L	Descends or decreases speed
Trigger R	Ascends or increases speed

* The operation methods (shown on previous page) are effective for initial 'default' settings. You can change the settings from the

Options screen (page 18)

* For 2-player mode, purchase an additional controller (sold separately)

Controls

Menu Screen	
Analog Keypad	Move cursor
A Button	Confirm
B Button	Cancel

Note on the use of the controller:

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Because "Incoming" features many different types of craft, the control system changes slightly between the different phases of each scenario. The four most common control systems found in the game are shown on the opposite page.

Key	Gun Turret	Surface Craft	Helicopter	Aircraft*
Analog Thumb Pad up/down	Elevate up/down	Move forwards or backwards	Nose down/up	Nose down/up
Analog Thumb Pad left/right	Rotate left/right	Turn left/right	Turn left/right	Turn left/right
Trigger R	[not used]	[not used]	Collective up	Increase speed
Trigger L	[not used]	[not used]	Collective down	Decrease speed
Push Trigger R twice quickly	[not used]	[not used]	[not used]	Roll left
Push Trigger L twice quickly	[not used]	[not used]	[not used]	Roll right
A Button	Primary Weapon fire	Primary Weapon fire	Primary Weapon fire	Primary Weapon fire
B Button	Secondary Weapon fire	Secondary Weapon fire	Secondary Weapon fire	Secondary Weapon fire

Other controls

X Button	Change view
Y Button	Change view

* To roll, press the L/R trigger twice. Immediately after pressing it, hold it down. Releasing the L/R trigger stops the rolling.

The Screen Display



1.The Head-Up Display

The Head-Up Display (HUD) is overlaid on the game screen in both the cockpit and chase view modes and consists of the following:

2.The Radar Display

The radar display is located in the bottom center of the screen and

displays a 360-degree top-down view of the objects detected by your radar network, centered on your craft. Objects on the radar appear as triangles that are oriented in the direction they are moving and color-coded as follows:

Yellow	alien installation
Orange	alien surface craft
Red	alien airborne craft
White	human installation
Green	human surface craft
Blue	human airborne craft

3.The Primary Weapon Display

The primary weapon display is located in the bottom left of the screen and indicates your current craft's primary weapon type. The primary weapon is always a point-and-shoot type weapon and has infinite ammunition.

4.The Secondary Weapon Display

The secondary weapon display is located in the bottom right of the screen and indicates your current craft's secondary weapon type and number of rounds remaining. The secondary weapon is more powerful than the primary, but has limited ammunition and a relatively low fire rate. When the weapon icon disappears but there is still a figure on the counter, the weapon is reloading. When both the counter and the

icon disappear, the weapon is out of ammunition. The secondary weapon can be fully re-armed at replenishment pads.

5.The Damage Bar

The damage bar is located in the top-right of the screen and indicates your craft's current damage level. If the damage bar is flashing red, then you are at critical damage status. If you are controlling a mobile vehicle, then you should seek a replenishment pad immediately!

6.The Lives Display

The lives display is located next to the damage bar and indicates the number of lives you have remaining. One life is lost if your craft is destroyed or if an important object or group of objects is destroyed.

7.The Waypoint Marker

The Waypoint Marker is the most important instrument on your Head-Up Display. If the arrow is green, it is showing you the direction to travel to reach the phase objective. If the arrow is red, it is showing you the direction to travel/point to target the nearest enemy.

8.The Altitude Bars

The altitude bars appear when you are controlling an airborne craft and are located halfway up the screen at each side. The altitude bars indicate two types of altitude: above sea level (left) and above ground level (right). Sea level altitude is useful to determine when you will

reach your ceiling, while ground level altitude is useful during low-level flight.

9.The Current Score Display

The current score display is located in the top-left of the screen and is updated in real time as you destroy alien (or friendly) craft.

10.The Mission Counter

The mission counter is located below the score and displays the current phase you are playing (first figure) and the total number of phases in the scenario (second figure).

11.Timer

When required, a time limit is shown here.

12.Targeting Displays

Targeting displays appear when your radar systems have detected an enemy (or friendly) craft. A static sight indicates that your weapons systems have detected the target and are tracking it. A rotating red/white sight indicates that a positive lock has been achieved and there is a high possibility of a successful hit if you fire your weapons. The targeting display follows the same color convention as the radar display.

13. The Gunsight

The gunsight is positioned in the center of the screen. If the players, guided weapons have locked on to a friendly unit, the gunsight changes color from red to blue. Four arrows are arranged around the circumference of the gunsight to indicate your craft's roll angle (applicable only when flying air or spacecraft).

14. In-Game Messages

In-game messages appear in the top-middle of the screen during phases to inform you of important mission events.

Campaign Mode

Campaign is the main game mode of "Incoming". In this mode, you can play the complete set of scenarios, from mission to mission. Before the start of each scenario a campaign briefing screen is displayed to explain the coming battle. The explanation of each phase is given at the start, at the same time, navigation data is transferred to your craft's computer so there is no need to refer to any map screens.

When each scenario is completed, a debriefing screen is displayed to allow you to assess your performance so far. Details of the scores are displayed at the top of the screen. At the bottom of the screen, text informs you of the status of the campaign.

Arcade Mode

Selecting Arcade in the Game Mode screen allows you to choose a craft and fight in any of the environments. The Arcade set-up screen allows you to select your craft and environment by highlighting the option and pressing left and right to scroll through the available craft and game worlds. Note that some craft are only available in certain scenarios. Power-ups appear in Arcade mode in the form of floating diamonds but will explode if they are left for too long. Power-ups are color-coded as follows:

- Red powers primary weapon up to next level
- Green powers secondary weapon up to next level
- Blue increases number of secondary weapon rounds
- Black increases fire rate of all weapons
- Yellow full armor replenishment
- White 20% armor replenishment
- Purple temporary invulnerability
- Cyan temporary damage reversal - enemy takes the damage it inflicts on you
- Gold extra life
- Flashing colors .. smart bomb activates when you fly through power-ups, destroys all enemies

When your craft is destroyed, you lose one life. Three lives lost and it's game over - press the fire button to go to the high score screen, which displays the top eight arcade mode scores. Press the fire button in this screen to return to the Main Menu.

Two Player (2P) mode

The 2P Mode divides the screen into two parts, enabling two players to separately get into a main game and fight. Choose the craft or weapon, time limit, environment and game style. When both players have chosen, the game starts.

The two types of two player games.

Body Count

The object of the game in this mode is to defeat as many enemies as possible within a limited time. The player who has killed the most enemies wins. After the game is over, a Results screen is displayed to show the number of shots fired and missiles launched, the number of enemies defeated, and the number of kills for both players.

Defense Force

The object of the game in this mode is to protect your own facilities from alien attack within a time limit. If the damage level of the installation falls below its critical threshold then you have failed in your mission. At the end a Results screen is displayed showing the players names, shots fired, aliens destroyed and the number of times the player was killed.

Saving and Loading

The number of memory blocks required to save game files varies. Saving a scenario requires six blocks of memory space on the memory card, and saving option settings requires 22 blocks. After the *Option* screen has been exited, *Option* settings are automatically saved.

Saving a Scenario

When you have won, you can save the contents of the scenario. Follow the instructions on the screen.

Loading a Scenario

From the Main menu, choose *Load* and then choose the expansion socket containing the saved file.

* To save data, you need to use a Visual Memory Unit (sold separately). While data is being saved, do not turn off power, and do not insert/remove memory cards, expansion units, or controllers.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Option menu

From this screen, you can change settings for the controller, sound, difficulty, and screen display. After selecting your option, use the direction button directional pad to make required choices.

Sound

In this menu you can adjust the volume of either the sound effects or music. You can also select stereo or monaural sound.

Controller

You are provided with a choice of four controller setups. Pressing left and right will cycle through the four choices available.

Difficulty level

Choose from EASY, NORMAL, and HARD. You cannot change this setting during the game, only from the Main menu option.

Weapons

The following weapons are available during the course of the game:

Primary Weapons

Light Laser (purple)

The Light Laser has a high fire rate and is useful against airborne targets.

Medium Laser (blue)

A good general-purpose weapon, especially when used against surface targets.

Heavy Laser (red)

The Heavy Laser has a low fire rate, but causes high damage with each shot, making it useful against ground vehicles and alien buildings.

Turbo Laser (green)

The Turbo Laser inflicts similar levels of damage as the Heavy Laser but with a much higher fire rate. It is a good all-around weapon, but is especially useful against alien bombers.

Light Plasma Gun

Plasma weapons are manufactured from captured alien technology. The Light Plasma Gun is optimized for use against airborne alien craft.

Heavy Plasma Gun The Heavy Plasma Gun is a high fire-rate alien weapon system, which has similar power to the Turbo Laser and a good all-round performance.

Secondary Weapons

Light Missile Designed mainly for airborne opponents, the Light Missile is extremely maneuverable and can outperform any alien craft. Several hits will be required to destroy heavier craft.

Heavy Missile This weapon is not as maneuverable as the Light Missile but packs considerably more punch, making it suitable for use against bombers, armored vehicles and large buildings.

Light Rocket The Light Rocket is unguided, but with a larger warhead than that fitted to missiles. It is useful as a general-purpose projectile weapon.

Heavy Rocket The Heavy Rocket is unguided but packs an extremely heavy punch, which makes it useful against buildings and large airborne craft.

Alien Energy Weapon This is a plasma-based energy weapon that resembles a lightning bolt and has some degree of automatic tracking. Its lock-on system is similar to that of a missile, but it has an instantaneous effect when fired.

Foam Gun The Foam Gun fires controlled bursts of high-density foam designed to blanket flames rapidly. It has no use as a weapons system.

The Designator The most powerful weapon in the game, the Designator, itself is a small unguided rocket but its warhead is replaced with a limpet device that attaches the Designator to its target. A satellite-based Anti-Matter Beam is then fired at the Designator, destroying everything in the immediate vicinity.

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Interplay Web Site

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience. Once again, welcome.

Brian Fargo

C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

HOW TO GET THERE: From your Internet account, point your favorite browser to: www.interplay.com

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

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Technical Support

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at: www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

Title of Game • Platform • A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on that menu, and you will be transferred to the next available Technical Support Representative. No hints or codes are available from this line.

Interplay Productions Support Fax: (949) 252-2820

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Warranty Replacements

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